

Center for 3-D Software

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Established center in 1991, to study practical application of three dimensional modeling for the graphic arts industry. A main focus is to conduct market research on three dimensional modeling, digitizing, and rendering tools and then produce those tools. Along with the tools, the Center is developing 3d shapes and attribute libraries.

Overview	Technologies	Status	Economic Impact
<p>Current State Contract \$50,000</p> <p>Matching Funds \$145,432</p> <p>Cumulative \$145,432</p> <p>Total Jobs Created 35</p> <p>Industry 29</p> <p>Center 6</p> <p>Direct Center Spin-offs 1</p> <p>Companies Relocating to Utah 1</p> <p>Total Benefiting Utah Companies 3</p> <p>License Agreements 2</p> <p>Patents Applied 0</p> <p>Patents Issued 0</p>	<p>* Create software libraries of three dimensional shapes and textures</p> <p>* Studying practical applications of three dimensional modeling for the graphic arts industry</p>	<p>* 4 texture libraries are in the market</p> <p>* Agreed to co-develop source code for a new computer graphics product with Utah company Mira Imaging</p> <p>* Center is a consortium of Dixie College's graphic arts, art and computer science departments</p> <p>* Licensing software code-illustrator importer</p>	<p>* Newly created libraries are distributed internationally through Strata, Inc. of St. George. Dixie College receives a royalty from sales</p> <p>* Conduct an annual seminar that is self-sufficient. Provides a direct marketing avenue for products developed at the Center</p> <p>* The school receives a royalty from college research and industry interaction</p>

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